

### Amendments to the Claims:

This listing of claims will replace all prior versions, and listing of claims in the application.

1. (Currently amended) ~~An interactive display device comprising~~ A system comprising a plurality of interactive display devices, each device being associated with a single local character and having (i) local character interaction data, (ii) at least one local character image, and (iii) local character image sequences, said each device comprising:

a) a display;

b) ~~a non-volatile memory having interaction data and image content depicting a character stored therein~~ a non-volatile memory having in which the local character interaction data, the local character image, and image content depicting a character the local character sequences are stored therein;

c) a communication circuit adapted to transmit interaction data to another of the plurality of interactive display device devices and to receive interaction data from said other interactive display device; and

d) a display controller adapted (i) to determine modified interaction data based at least in part upon received interaction data, (ii) to determine a form a combined character image sequence based at least in part upon the modified interaction data and the stored image content, (iii) and to cause the display to present the character image combined character image sequence, and (iv) ; e) ~~wherein the display controller is further adapted to store the modified interaction data in the non-volatile memory.~~

Claims 2 and 3. (Cancelled)

4. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the communication circuit comprises a transducer for exchanging data using a wireless communication path.

5. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the communication circuit is adapted for communication by way of a physical communication path.

6. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the communication circuit is adapted to use a removable memory to exchange data with the other interactive display.

7. (Currently amended) The system ~~interactive display device~~ of claim 1, further comprising a user input system and wherein interaction data is entered using the user input system.

8. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the communication circuit is adapted to communicate with said other display device using network interaction.

9. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the interaction data includes at least one of character identification, character attributes, and character status.

10. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the modified interaction data includes at least one of modified character identification, modified character attributes, and modified character status.

11. (Currently amended) The system ~~interactive display device~~ of claim 1, further comprising a user input system having a transducer for converting a user input action into a signal that can be used by the display controller to determine personalization information.

12. (Currently amended) The system ~~interactive display device~~ of claim 11, wherein at least one of the character, images, ~~and/or~~ and character attributes are personalized in accordance with the personalization data.

13. (Currently amended) The system ~~interactive display device~~ of claim 12, wherein the display controller is further adapted to cause the display to present questions relevant to a character and wherein answers to the questions are used to determine personalization data.

14. (Currently amended) The system ~~interactive display device~~ of claim 11, wherein the personalization data is used as part of the interaction data.

15. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is a flexible display.

16. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is the approximate size of a playing card.

17. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is a flat-panel display.

18. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein any of the non-volatile memory, the display controller, and the communication circuit are mounted on the display.

19. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is an OLED display.

20. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the image content is at least one of a motion image sequence, a still image, a group of still images and a stream of image information.

21. (Currently amended) The system ~~interactive display device~~ of claim 1, further comprising an audio system to generate audio signals based upon audio content stored in the non-volatile memory and display controller.

22. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the interaction data further comprises audio content and wherein the display further comprises an audio system adapted to generate sounds based upon the audio content received by the display device.

23. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is a passive-matrix display.

24. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is a reflective display.

25. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display uses bi-stable cholesteric materials to form images.

26. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display is a color display.

27. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display controller is a non-programmable state machine.

28. (Currently amended) The system ~~interactive display device~~ of claim 1, wherein the display controller comprises a non-programmable logic circuit.

Claims 29 - 39. (Cancelled)

40. (Currently amended) ~~A method for operating an interactive display device having interaction data stored therein, the method comprising the steps of:~~  
~~detecting another interactive display device having interaction data stored therein;~~

~~receiving interaction data from the other interactive display device;~~  
~~determining modified interaction data based at least in part upon the interaction data received from the other interactive display device;~~  
~~determining a character image based at least in part upon the modified interaction data; and~~  
~~presenting the character image using the display device, and storing the modified interaction data in the interactive display device.~~

A method for operating an interactive display system having: (a) a plurality of independent electronic circuits associated with respective local characters, (b) local character interaction data, (c) at least one image, image sequences stored in a non-volatile memory, (d) a display, (e) a communication circuit adapted to transmit and receive interactive data to and from other independent electronic circuits, (f) a display controller adapted to first determine modified interaction data combining interaction data from two independent electronic circuits, then to form an image sequence combining images from the

local and remote characters, then to display a combined image sequence, and to store modified interaction data in the non-volatile memory, the method comprising the steps of:

using one of the plurality of independent electronic circuits having local character interaction data to detect another of the plurality of independent electronic circuits having remote character interaction data stored therein;

receiving remote interaction data by said one of the plurality of independent electronic circuits from the other of the plurality of independent electronic circuits;

determining modified interaction data by combining local and remote interaction data from said one and said other independent electronic circuits;

forming and displaying an image sequence by combining images from the local and the remote characters; and

storing the modified interaction data in the non-volatile memory.

41. (Currently amended) The method of claim 40, further comprising the step of transmitting the interaction data from the other of the plurality of independent electronic circuits ~~to the other display device~~.

42. (Currently amended) The method of claim 40, ~~wherein~~ wherein:  
the character interaction data comprises a status ~~score~~ and score,

the step of ~~generating~~ determining modified interaction data comprises adjusting the status score, and

the method further comprising ~~comprising~~ comprises the step of prohibiting further interaction between the one of the plurality of independent electronic circuits ~~interactive display device and other~~ and the other of the plurality of independent electronic circuits ~~interactive display devices~~, when the status score falls below a threshold.

43. (Currently amended) The method of claim 42, further comprising the step of generating a reset signal that adjusts ~~adjust~~ the status score above the threshold so as to remove the prohibition on further interaction between the one of the plurality of independent electronic circuits and the other of the plurality of independent electronic circuits ~~interactive display device another interactive display device~~.